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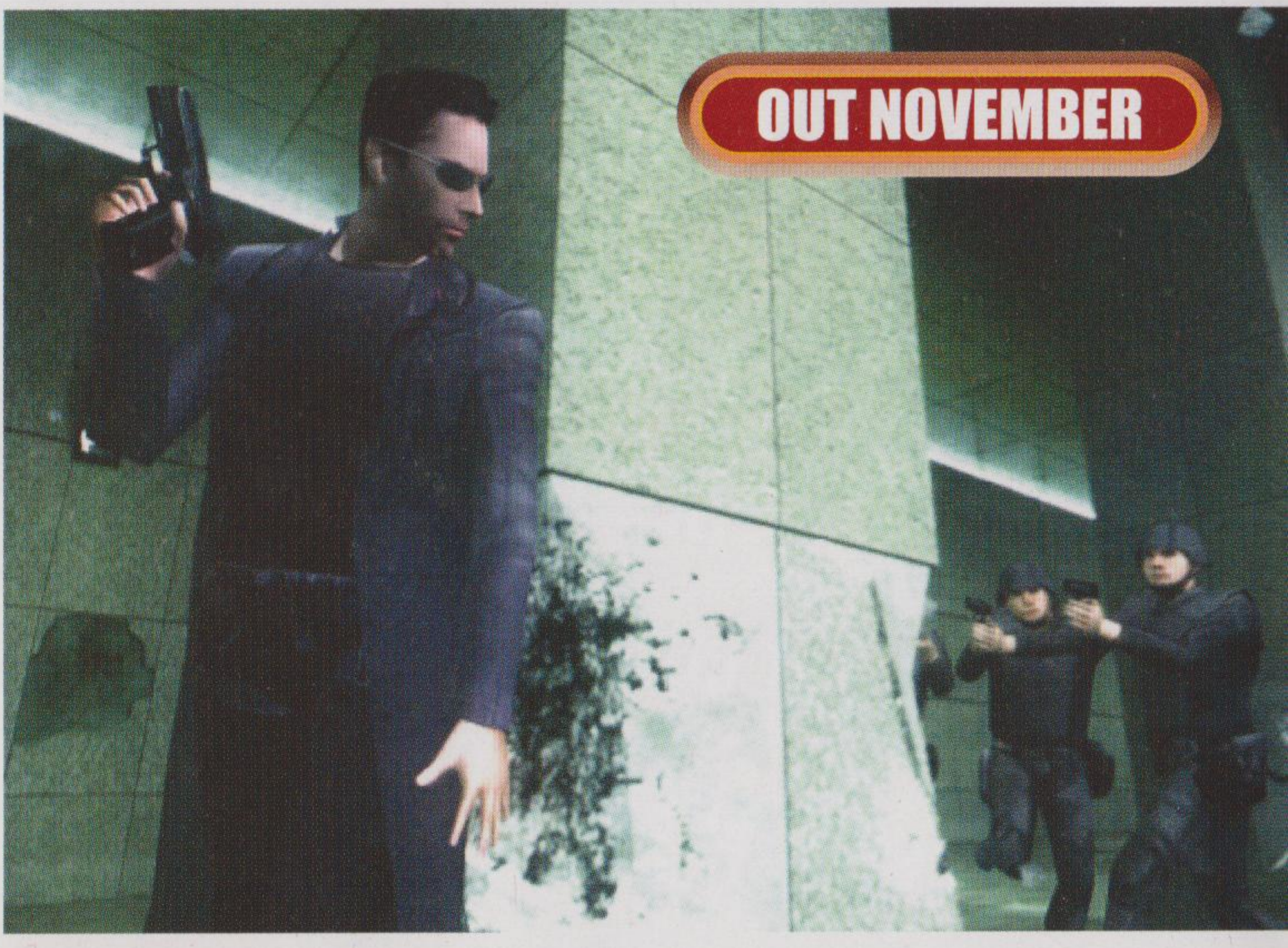
THE MATRIX™ PATH OF NEO



INFORMATION

Format: PS2/Xbox/PC
Release date: November
Developer: Shiny
Publisher: Atari

Shiny has built up a reputation over the years as one of the more innovative and visionary developers in the gaming business. So when they released the tie-in video game Enter The Matrix a while back, fans were confused that in a game about the Matrix movies you didn't get the chance to play the main character.

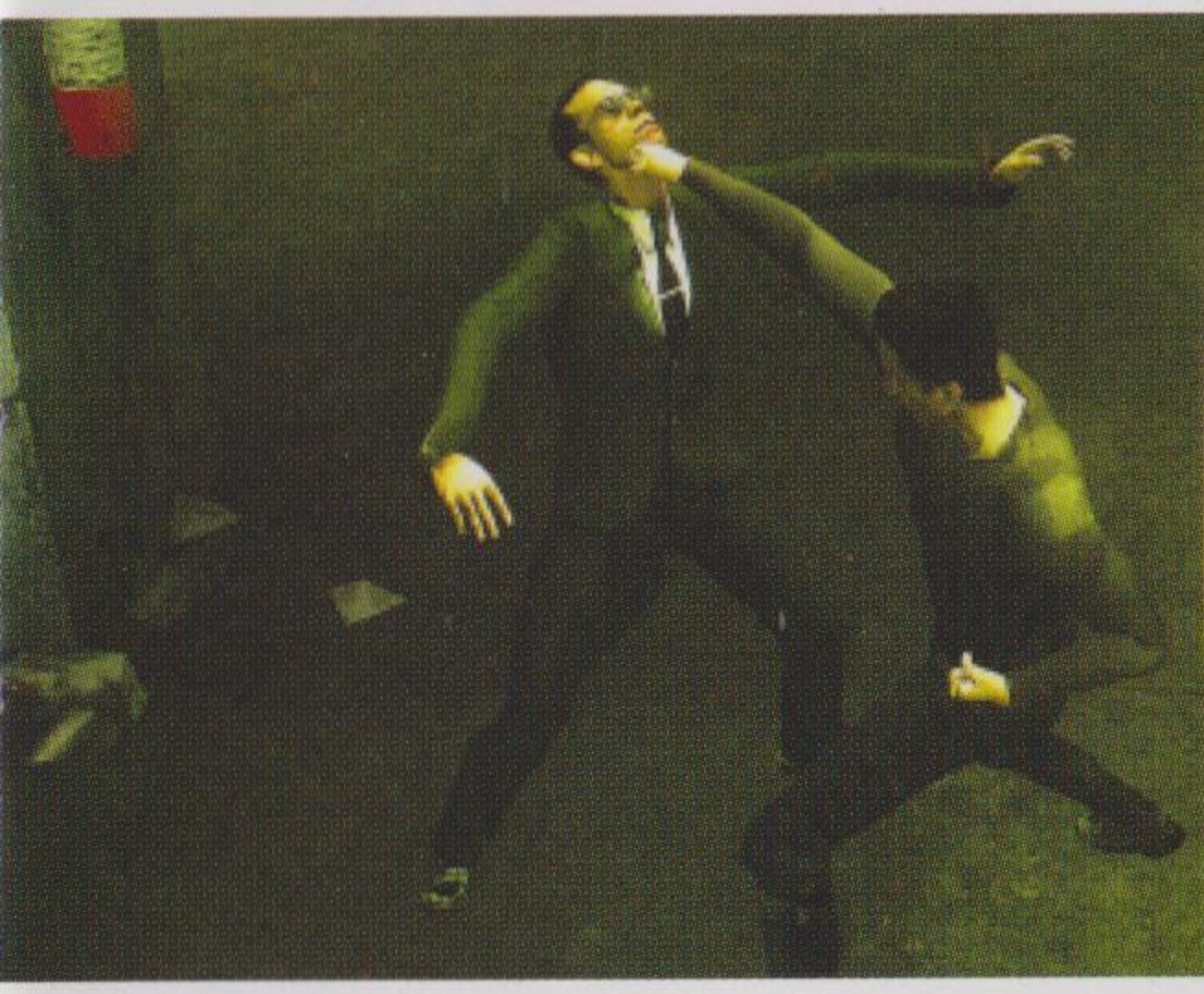
Addressing this concern head on, the Wachowski Brothers have given leave to Shiny to create a new game more focused on the story of the films, following Neo's path towards becoming The One. All of the famous bullet time martial arts and gun battles will be there, looking better than ever with a graphics engine that squeezes amazing performance even out of the aging PS2 console.

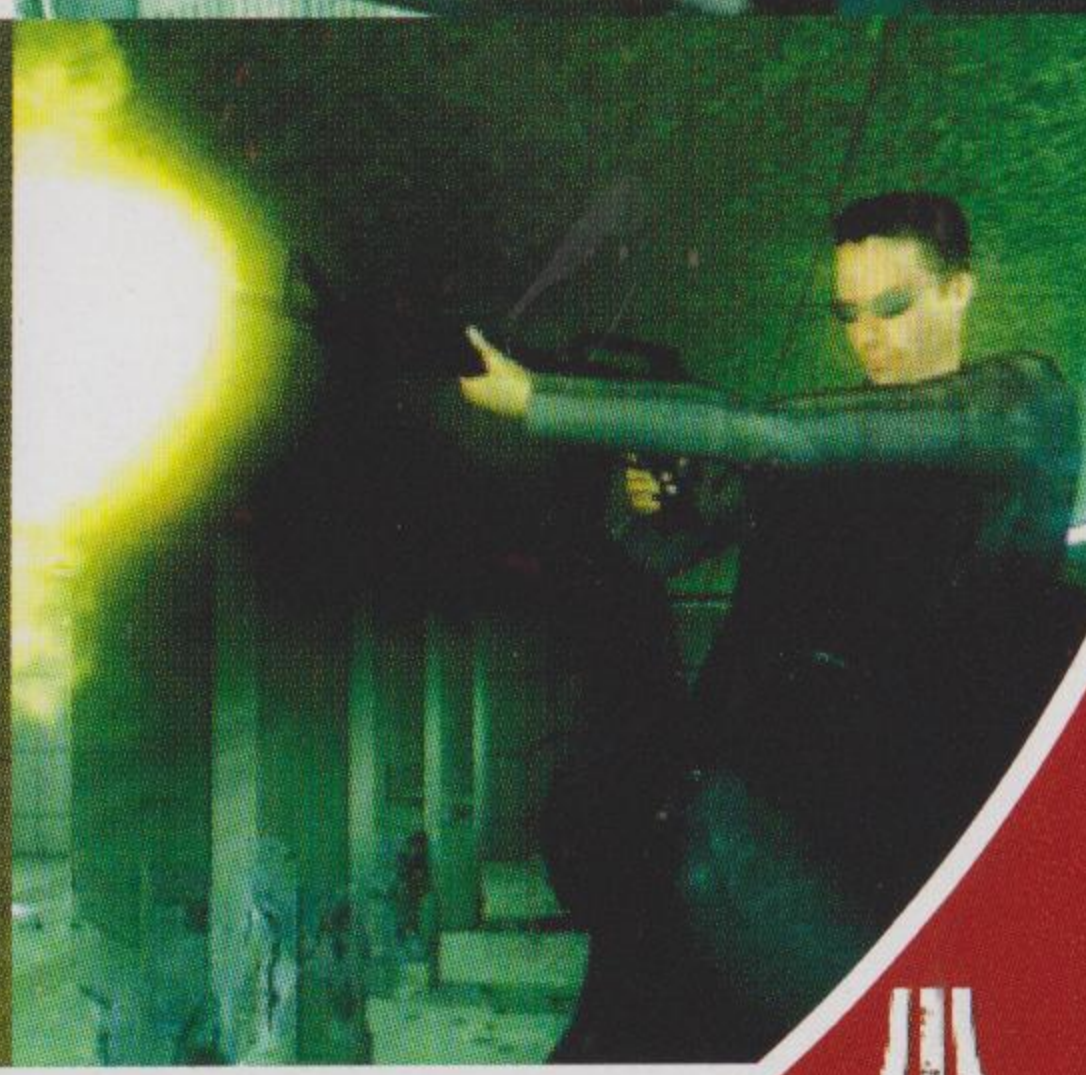
Footage from the movies will be re-edited to form the cut-scenes of the game, and most promising of all, the Wachowski Brothers will be devising an all-new ending to the Matrix saga, one a little more upbeat than the conclusion to Matrix: Revolutions.

KEY FEATURES

- You can finally play as Neo
- Three films in one game
- Dodge bullets and master martial arts

"BULLET TIME IS BACK!"





WHY YOU SHOULD FOLLOW THE PATH OF NEO...
Control the action as you re-live the best scenes from each film

V8 SUPERCARS AUSTRALIA

INFORMATION

Format: PS2/Xbox/PC
Release date: Feb 2006
Developer: Codemasters
Publisher: Codemasters

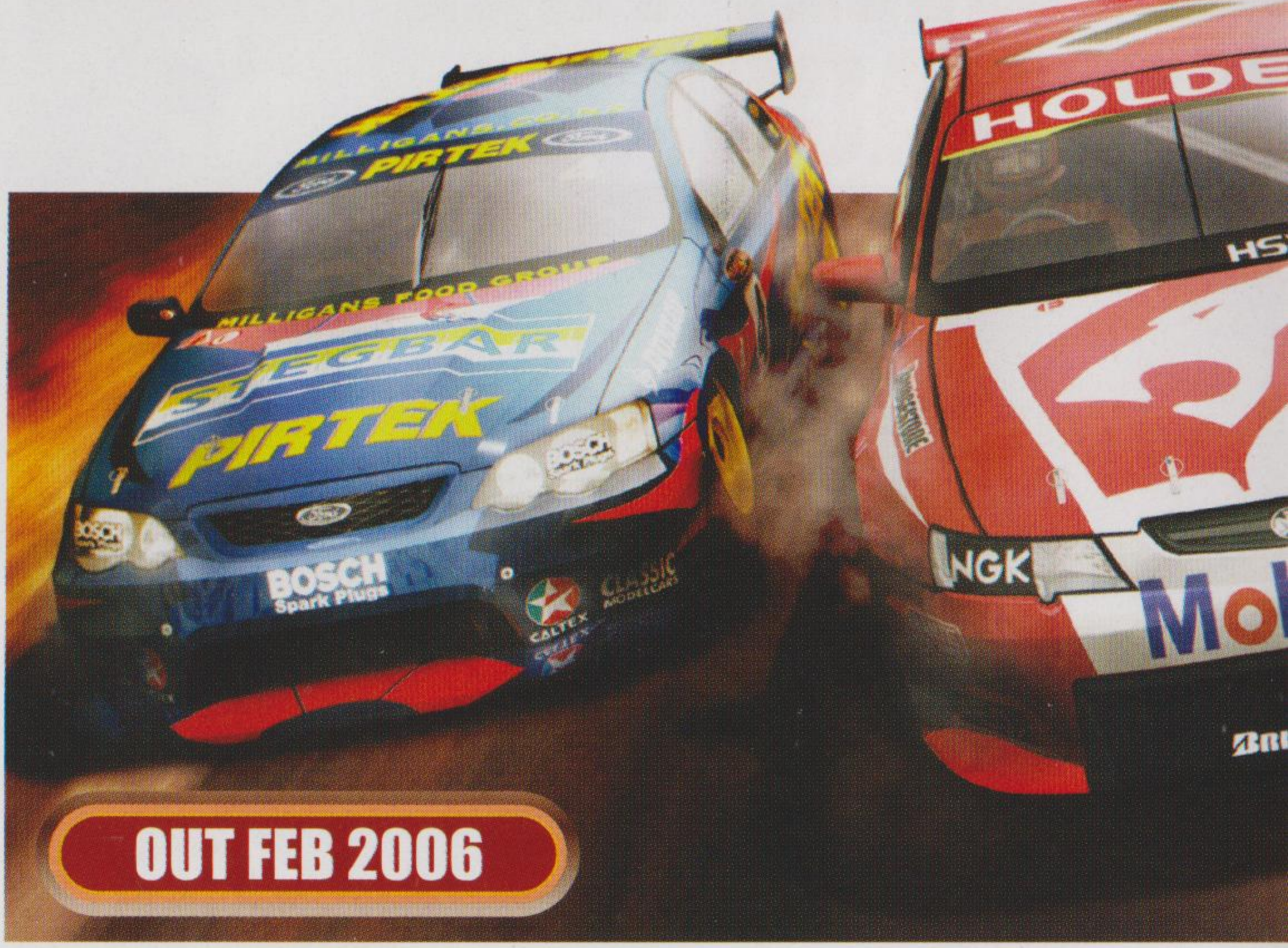
KEY FEATURES

- The most motorsports in any game
- Realistic damage modeling
- The official V8 Supercars 3

The V8 Supercars series has forged a reputation as the provider of the most exciting wheel-to-wheel racing action of any racing game. Now it looks set to deliver the ultimate racing simulation with V8 Supercars 3.

Expanding on what was already the most comprehensive lineup of motorsports, V8 Supercars 3 offers an astonishing 116 championships in which to race, from the thrills of Holden v Ford battles in our own V8 Supercars series to the spills of the British GT championship, Sprint Cars, Rallying and a variety of open wheel racing. That's over three times as many as featured in V8 Supercars 2.

Unlike some rival racing sims, Codemasters has implemented a realistic damage modeling system to ensure that when you bash and barge your way to the chequered flag, you can see the carnage you have caused along the way. Add 70 different cars and 98 tracks from around the world (including an accurately modeled Bathurst circuit) and you have something akin to petrolhead heaven.



OUT FEB 2006

"WHEN TOO MUCH MOTORSPORT IS BARELY ENOUGH!"

WHY YOU NEED TO REV UP FOR V8 SUPERCARS 3...
It's Ford versus Holden in the ultimate racing simulation

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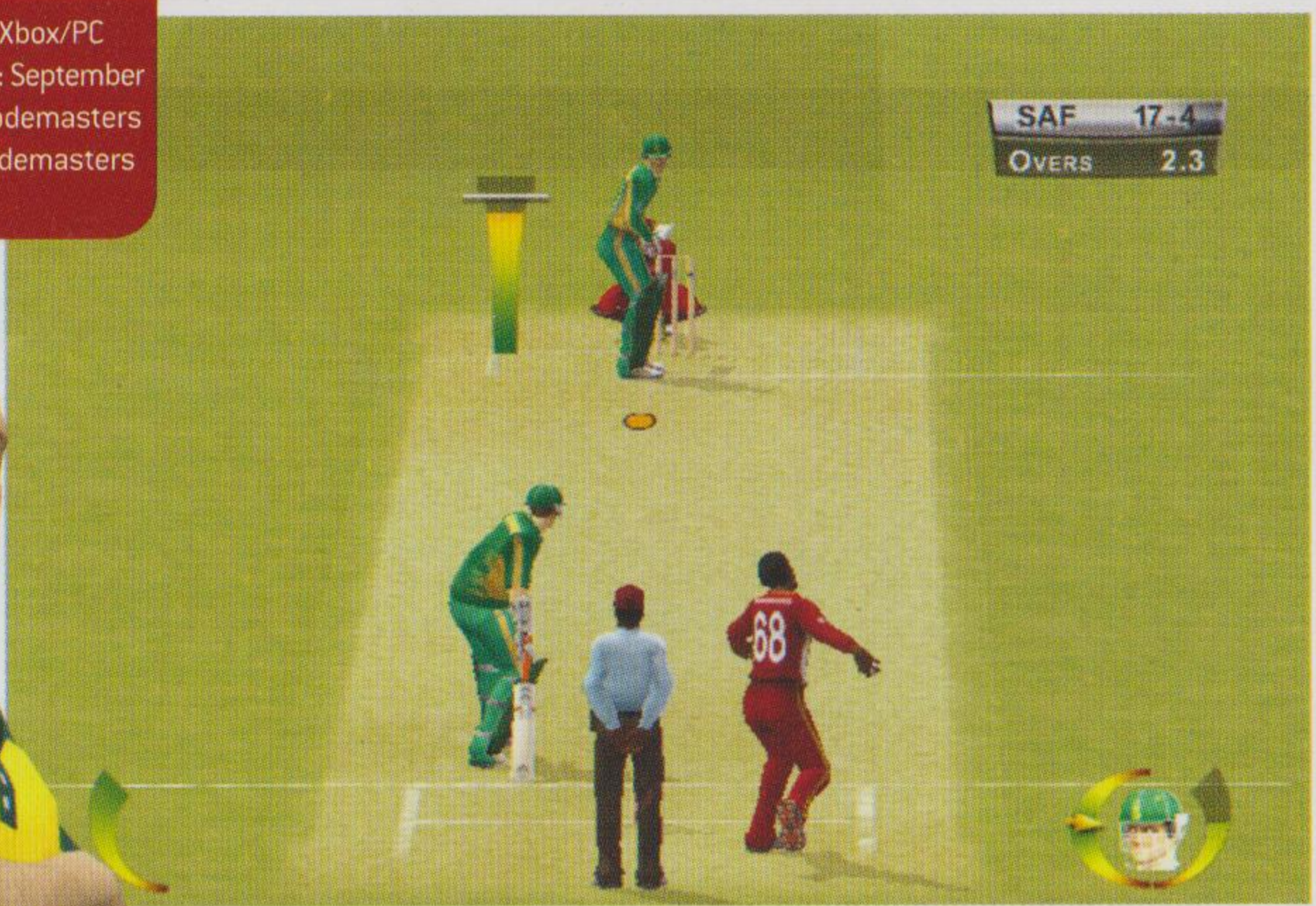
RICKY PONTING INTERNATIONAL CRICKET 2005

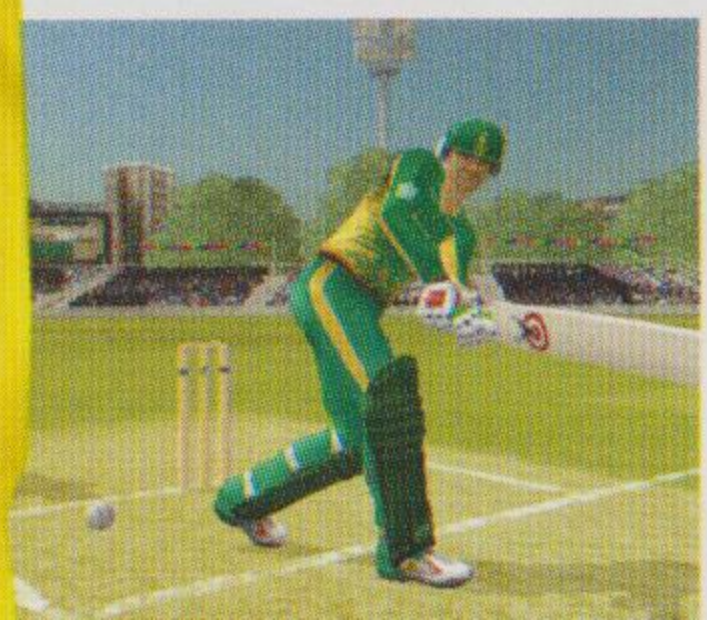
INFORMATION

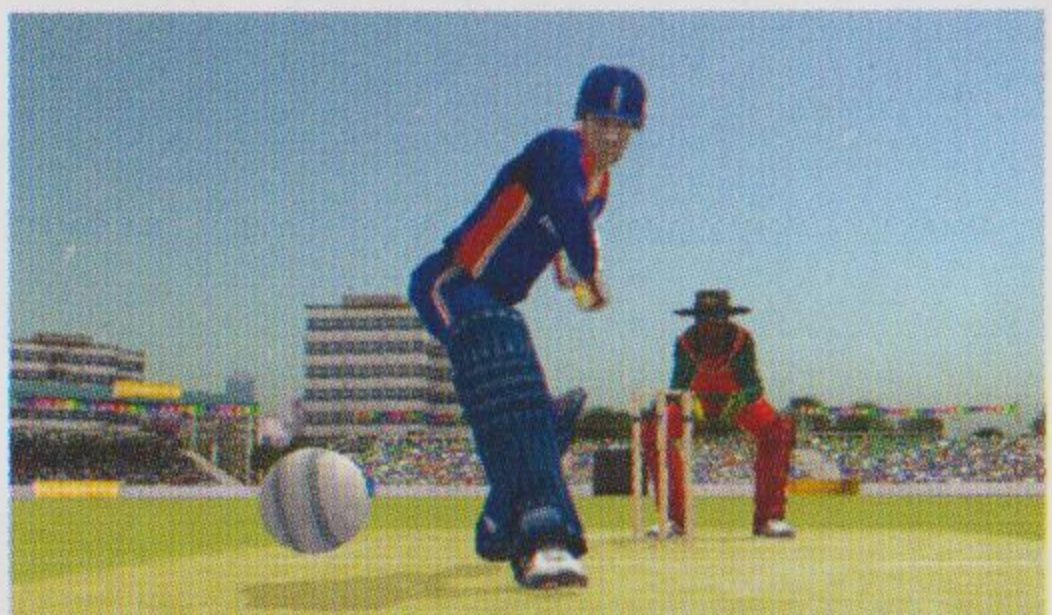
Format: PS2/Xbox/PC
Release date: September
Developer: Codemasters
Publisher: Codemasters



When Australia's Test and One-Day captain endorses a cricket game, the pressure is on to make sure the result is as emphatic as a typical Aussie victory. And Codemasters has done exactly that, with Ricky Ponting International Cricket cracking the opposition over the mid-wicket boundary for six.

Thanks to the official ICC licence, you can compete in the biggest cricket competition in the world, the One-Day World Cup tournament, as well as the Super Sixes and your own customisable test and one-day series and friendlies. Realistic physics, third umpire calls and Hawk-Eye replays combine to create an immersive leather and willow experience.





OUT SEPTEMBER

KEY FEATURES

- Officially licensed by the ICC
- Over 800 motion captured player animations
- Commentary by Tony Greig and Bill Lawry

"IT'S ALL HAPPENING HERE!"

WHY YOU SHOULD PAD UP IN RICKY PONTING INTERNATIONAL CRICKET...
The most authentic cricket simulation on console and PC

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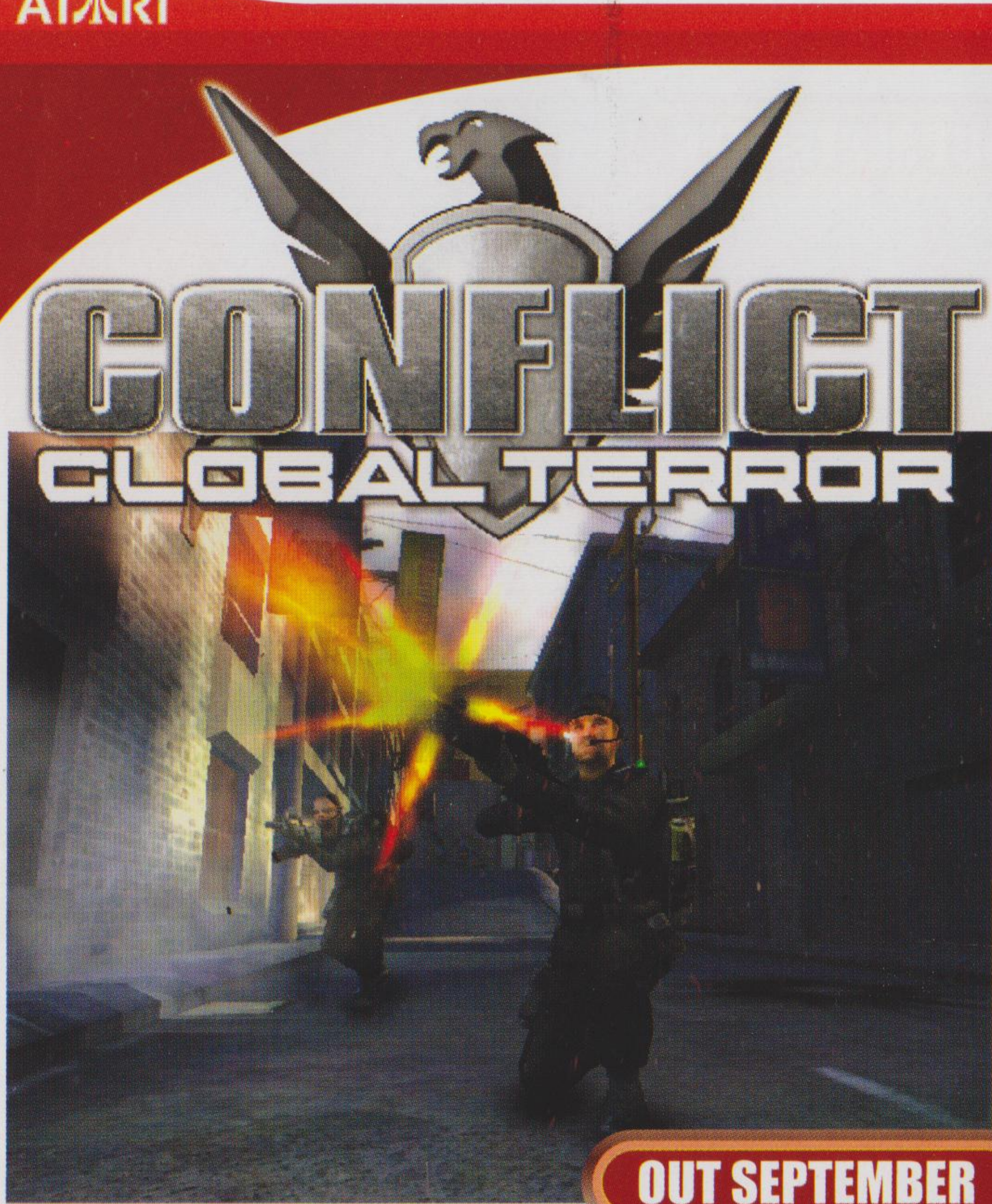
CONFLICT GLOBAL TERROR



OUT SEPTEMBER

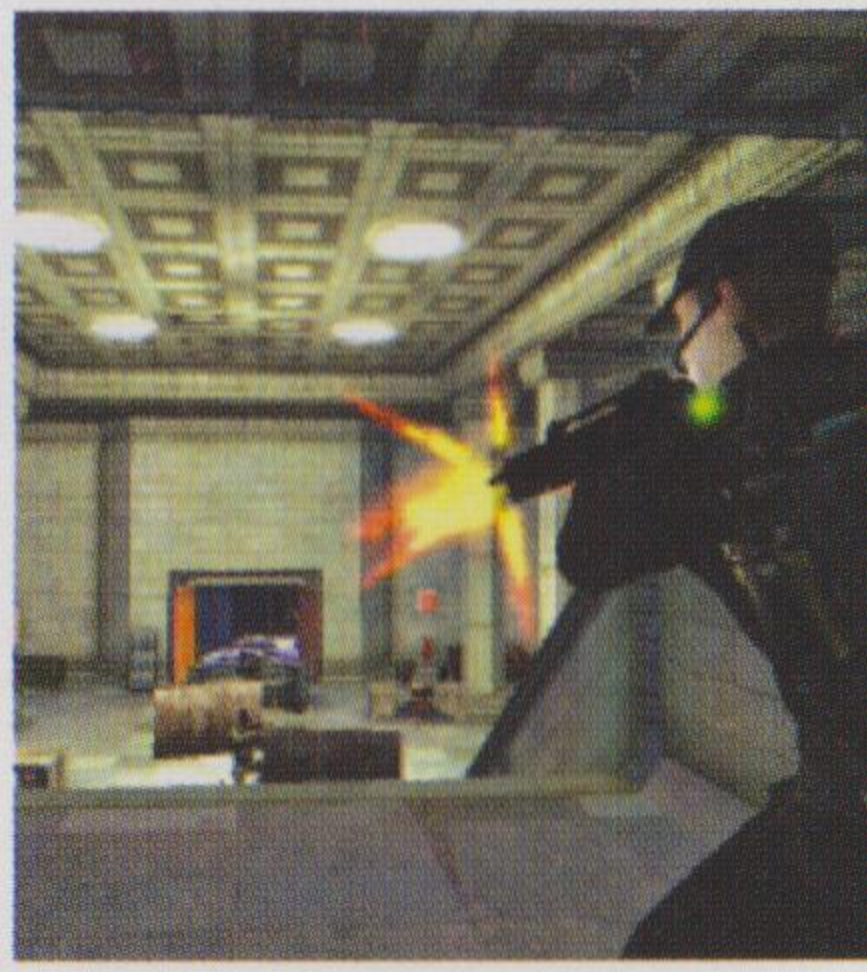
INFORMATION

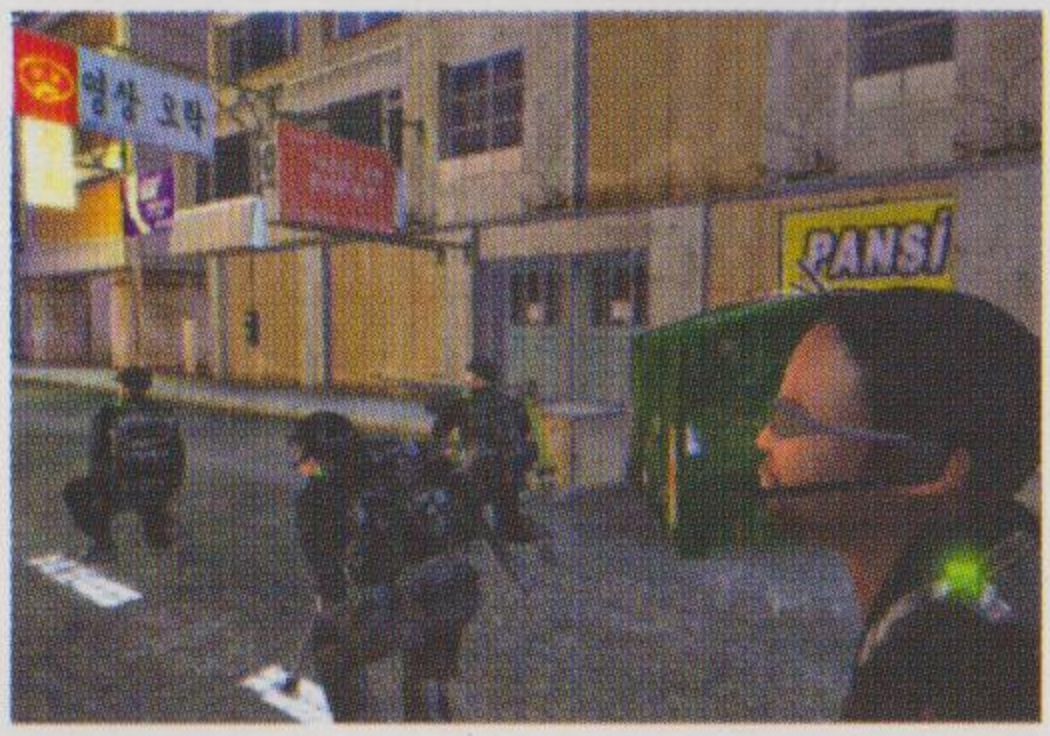
Format: PS2/Xbox/PC
Release date: September
Developer: Pivotal Games
Publisher: SCi

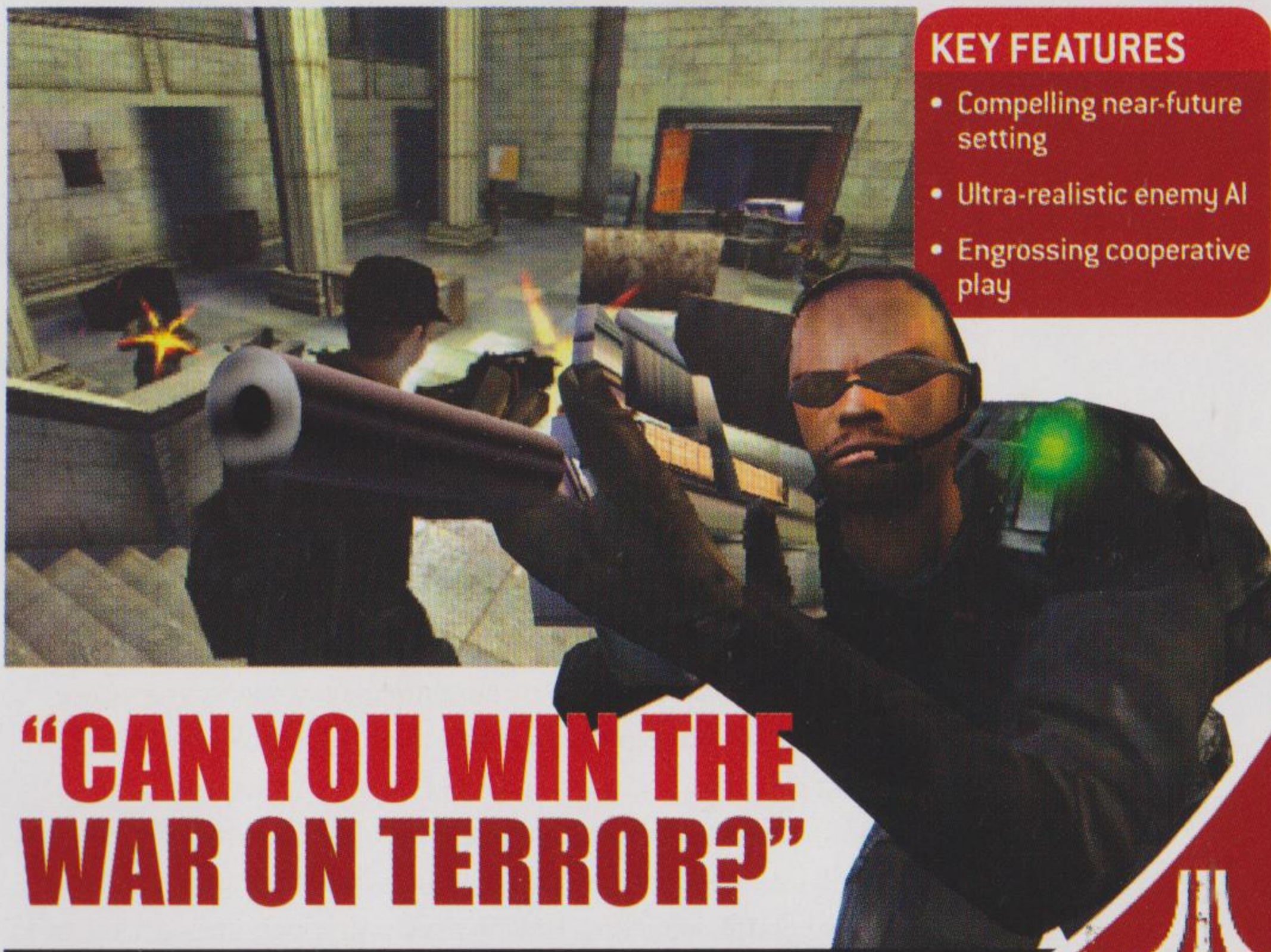
If you've played the previous Conflict games, the most impressive improvement to be seen in Global Terror is a massive injection of variety. No longer trundling around just in the desert, or just in the jungle, the global war on terror now takes your four-man squad to the furthest reaches of the Earth. Some levels are in cities, some in snowy wilderness, some in forests, some even indoors. Each brings its own unique battle tactics into play; it's not simply an exercise in changing the colour schemes.

Enemy AI has been given a real boost, with terrorists instinctively setting up sniping positions, and attempting to flank you every chance they get. Your arsenal has also been brought up to date, with slick new guns like the FN 2000 and H&K's new line of submachine guns.

The developer also promises that you'll be able to save anywhere - hunting for checkpoints will be a thing of the past!







KEY FEATURES

- Compelling near-future setting
- Ultra-realistic enemy AI
- Engrossing cooperative play

"CAN YOU WIN THE WAR ON TERROR?"

WHY YOU SHOULD SIGN UP FOR THIS CONFLICT...
Gripping tactical combat in a gritty modern world

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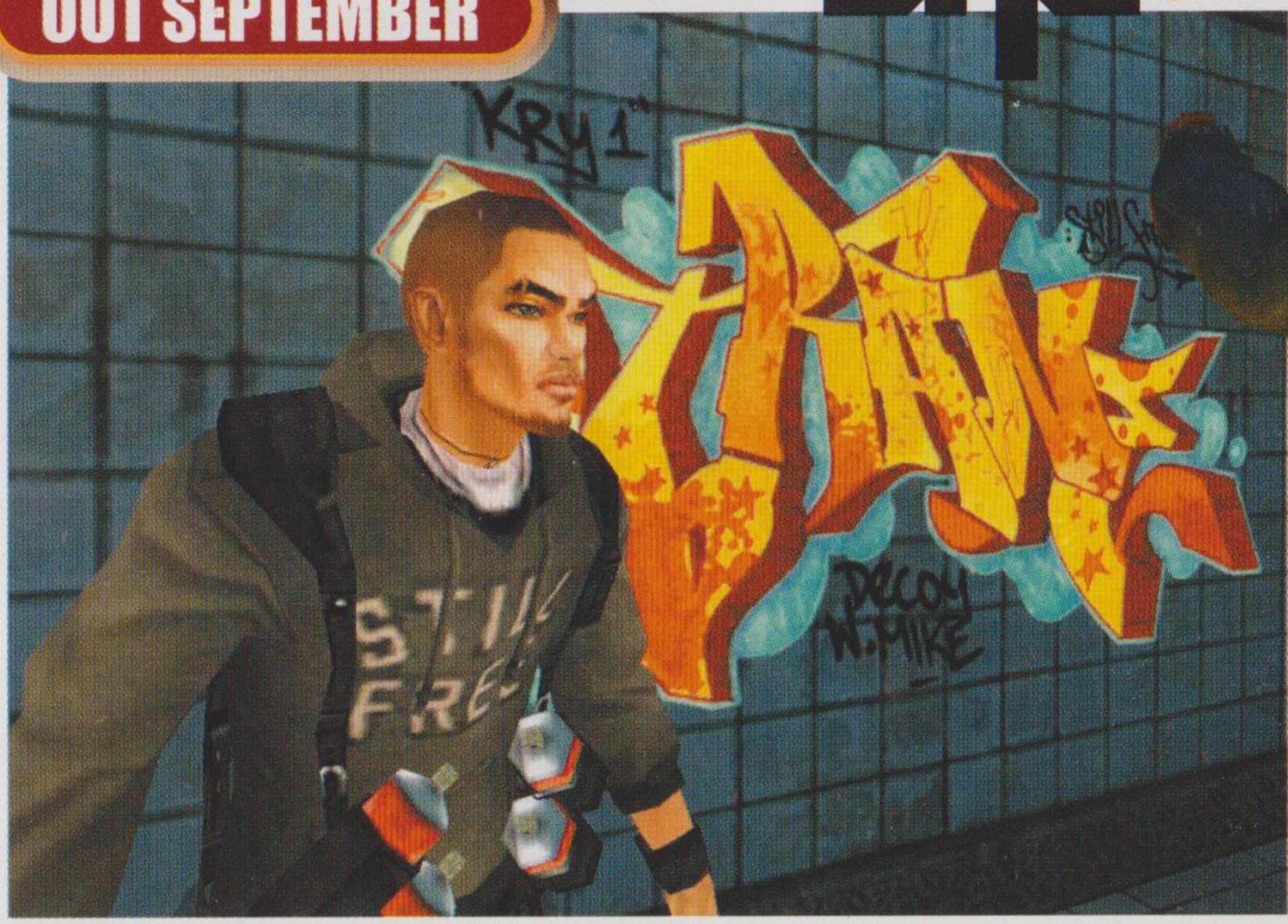
MARC ECKŌ'S getting up

CONTENTS UNDER PRESSURE

OUT SEPTEMBER

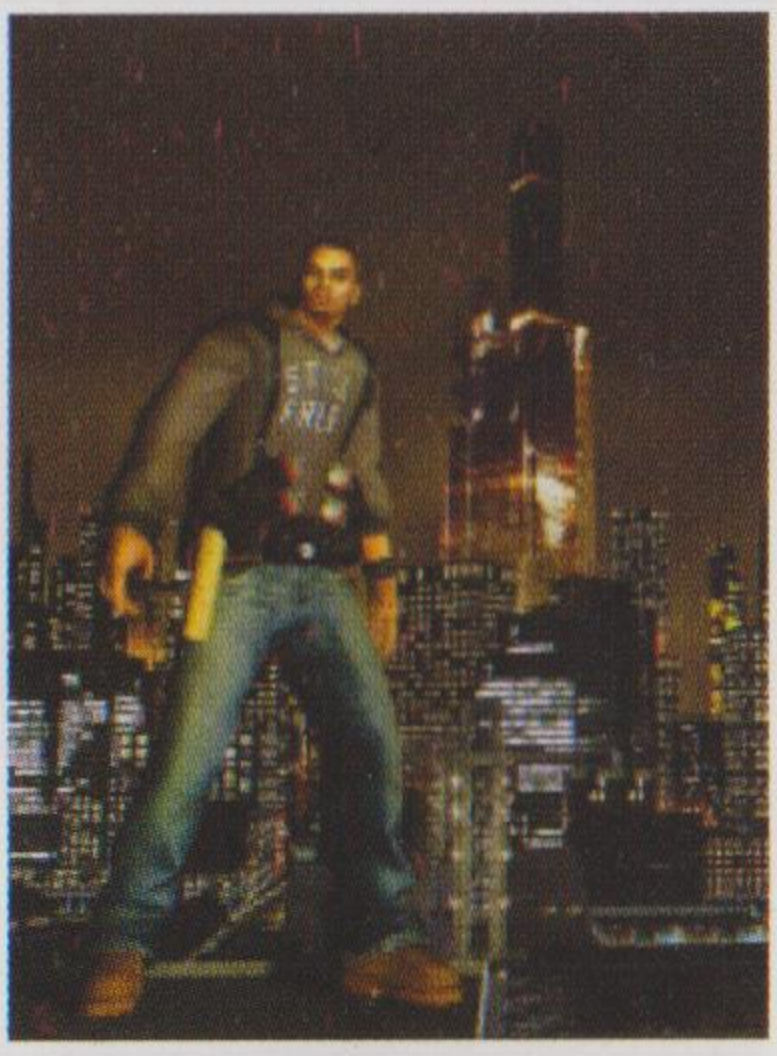


Inspired by Marc Ecko, former graffiti artist and founder of the Ecko fashion brand, Getting Up promises to be a unique fusion of music, fashion and gaming culture. Play as aspiring graffiti artist Trane as you unite the city's gangs and take down a corrupt government, all the while seeking the freedom for your chosen form of self-expression.

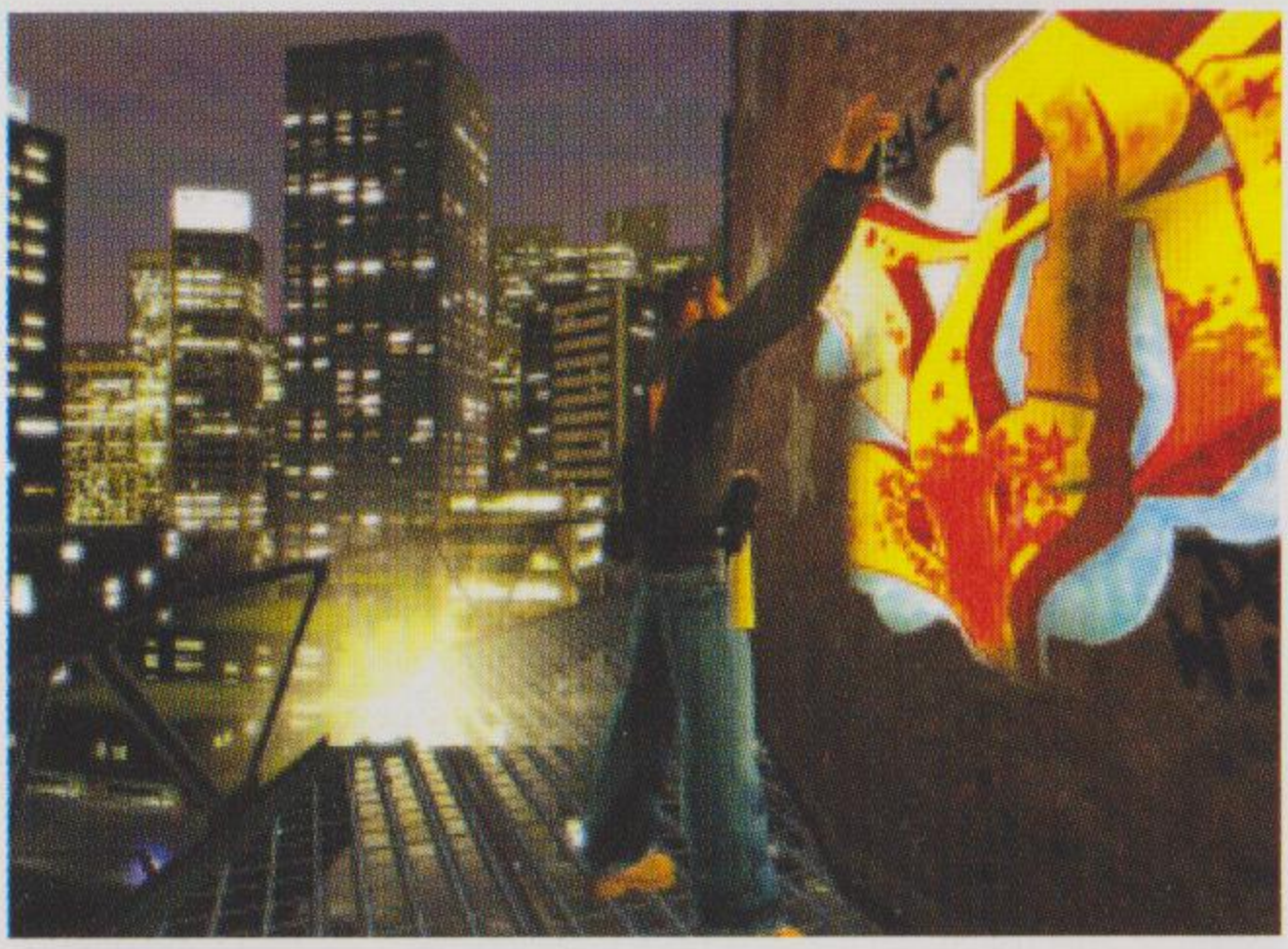
The most impressive aspects of Getting Up are the sense of scale and freedom of movement in three-dimensional space. The entire cityscape is ripe for exploration, from the highest towers to the dimmest side alleys. Areas that would be utterly inaccessible in a conventional platform game are easy pickings for, who with minimal input will clamber out onto narrow ledges in search of the most appealing graffiti locations. Having used a first-person sixth sense to divine a "sweet spot" for a painted logo, the business of spraying it in place is handled by swinging the analogue control sticks. Too bad the authorities are after you every step of the way...

INFORMATION

Format: PS2/Xbox/PC
Release date: September
Developer: The Collective
Publisher: Atari



"LEAVE YOUR MARK ON THE WORLD"



KEY FEATURES

- Explore a huge urban landscape
- Master melee combat and stealth
- Build your rep and control the city

WHY MARC ECKO IS WORTH GETTING UP FOR...
Will feature a soundtrack with some of the biggest names in hip-hop music

TOTAL OVERDOSE™

OUT SEPTEMBER

In Total Overdose, the ultimate insult isn't losing your life, it's losing your hat. Describing it as Grand Theft Auto south of the border doesn't quite do it justice, as so much of the game revolves around killing bad guys as stylishly as possible. Get in close, and you can nick your foe's cowboy hat as part of the finishing move, a sure path to extra points.

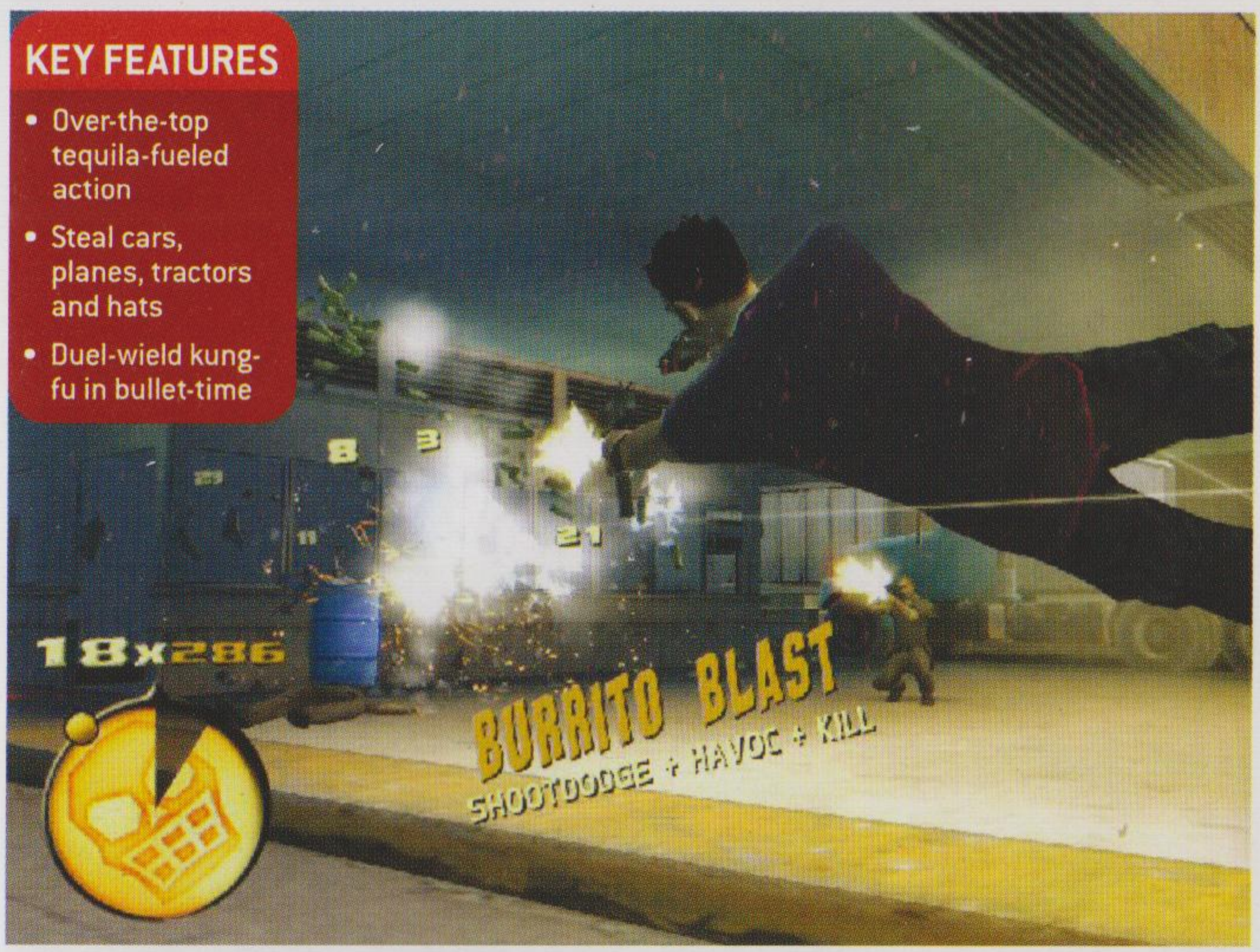
Taking out the enemy with enough of a tempo unlocks special weapons, like the pinata bomb, drawing in surrounding villains who gleefully whack away at it before being blown to bits. Cars aren't just for stealing and driving, they also make great impromptu weapons. Set it driving towards the enemy or building you want to destroy, and dive out at the last minute to blow it to bits. Make a silly mistake? It's possible to wind back the flow of time at any point, so you can try different tactics, or try for a higher bonus. There are so many different ways to die in Total Overdose, it's hard to count them all.

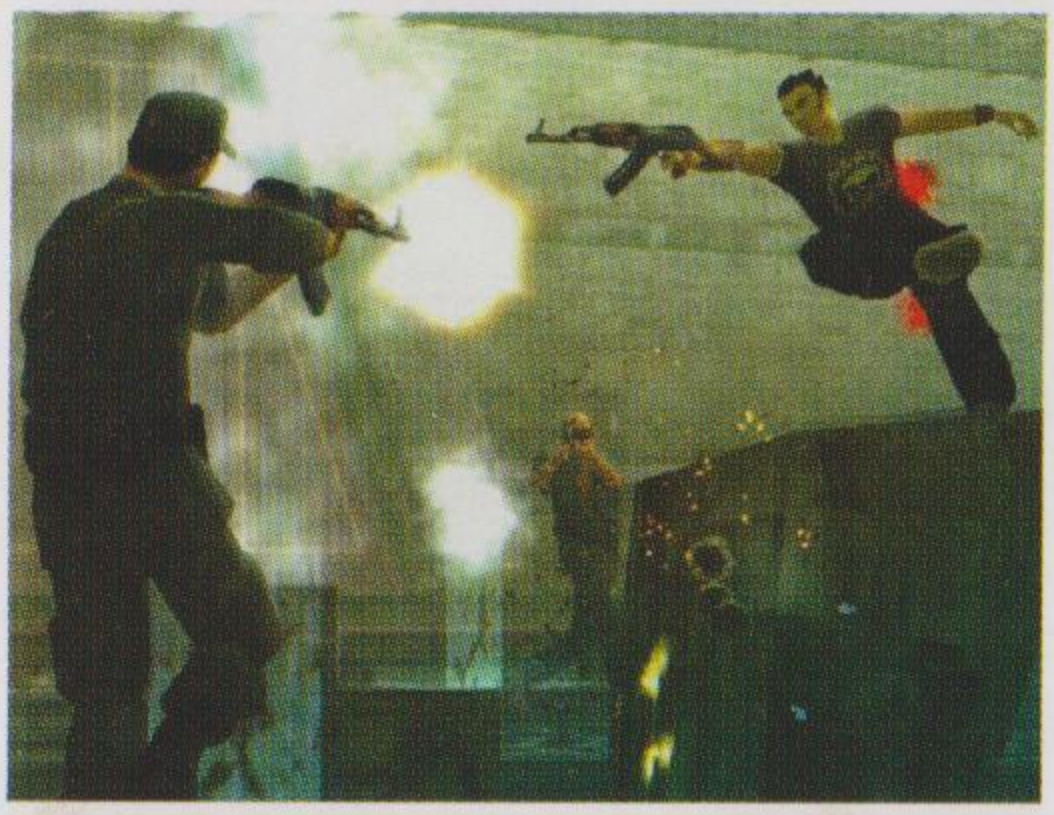
INFORMATION

Format: PS2/Xbox/PC
Release date: September
Developer: Deadline Games
Publisher: SCi

KEY FEATURES

- Over-the-top tequila-fueled action
- Steal cars, planes, tractors and hats
- Duel-wield kung-fu in bullet-time



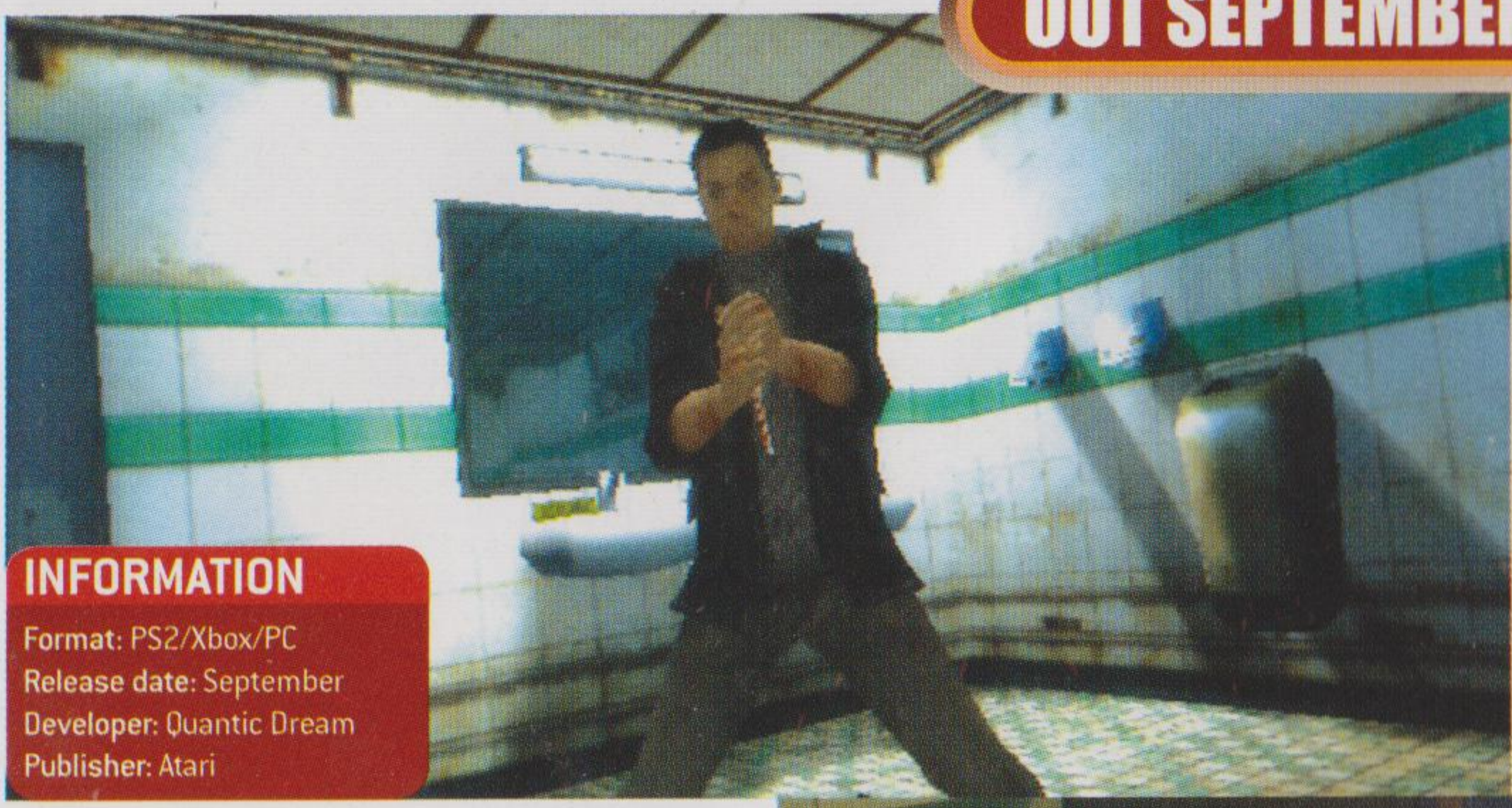


"MORE BITE THAN A BREAKFAST BURRITO!"

WHY YOU NEED TO TAKE A TOTAL OVERDOSE...
The craziest Mexican stand-off you'll ever see

FAHRENHEIT

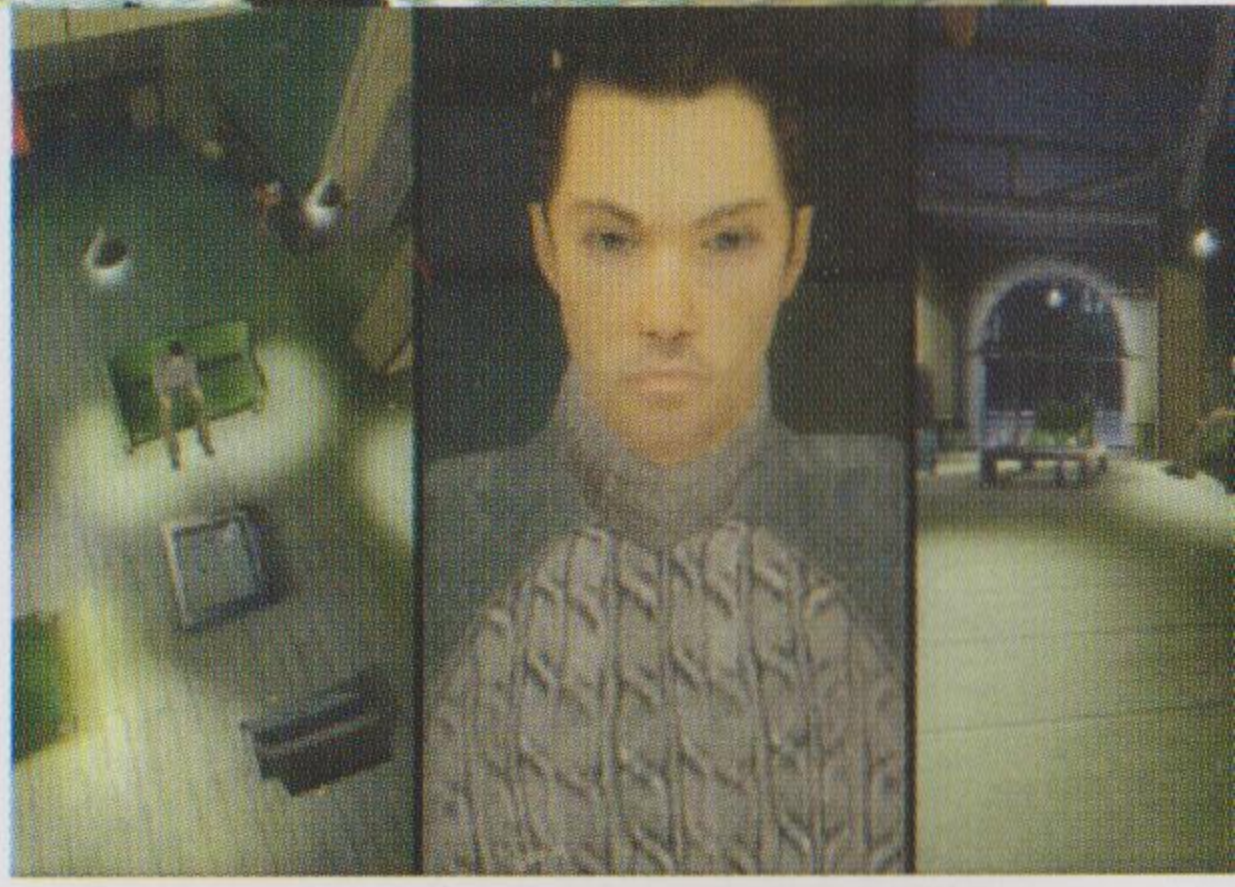
OUT SEPTEMBER



INFORMATION

Format: PS2/Xbox/PC
Release date: September
Developer: Quantic Dream
Publisher: Atari

Fahrenheit promises a return to form for the adventure gaming genre. You'll get the chance to enter the world of Lucas Kane, a New Yorker who's somehow being telepathically controlled and forced to commit gruesome crimes. The game is as open-ended as possible: rather than a single set path, there will be dozens of different ways of addressing each situation, each with effects that subtly cascade through the rest of the game. This unpredictability will certainly add to the dramatic tension, and ensure plenty of replay value, as you try out every last possibility.



"CRIME SCENE INSTIGATION!"

KEY FEATURES

- Uniquely interactive and cinematic thriller
- Your choices affect the plot and the ending
- Play as multiple characters and see the story from every angle

WHY FAHRENHEIT IS GOING TO TURN UP THE HEAT... This taut psychological mystery takes interactive story telling to the next level.

TIMESHIFT

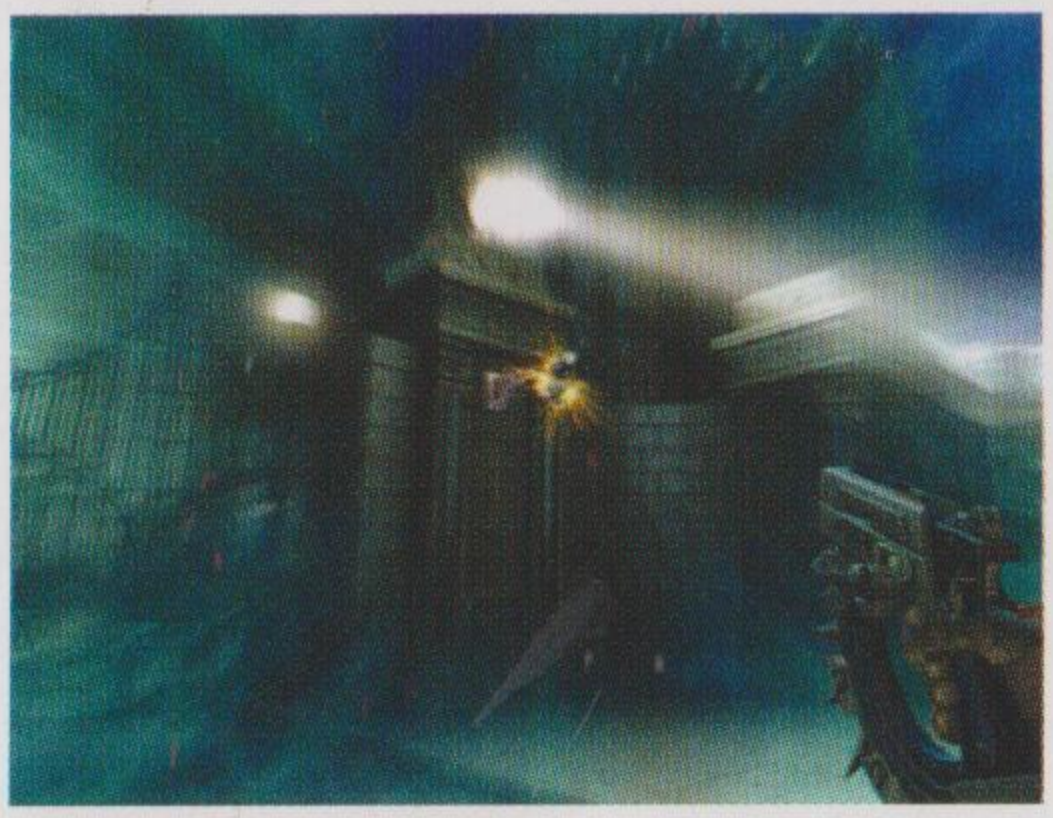
OUT 2006

INFORMATION

Format: Xbox/PC
Release date: 2006
Developer: Saber Interactive
Publisher: Atari

"A NEW DIMENSION FOR THE FPS"

Time is very much on your side in this imaginative first-person shooter for Xbox and PC. Set in a nightmare near-future world, you play retired Colonel Michael Swift, tasked by the US government to test drive two applications of 21st century scientific research: the Quantum Suit and Quantum Teleporter. Both gadgets are crucial to your mission of preventing Earth's history from being erased. The Suit allows you to manipulate time to your advantage – slow down, pause and even rewind time to negotiate enemies and obstacles – while the Teleporter lets you physically jump through time and space. Both also unleash your creativity – in Timeshift there's always more than one solution to every problem.



KEY FEATURES

- Thrilling story told through 35 missions
- Slow, pause or rewind time
- Exciting arsenal of unique weapons

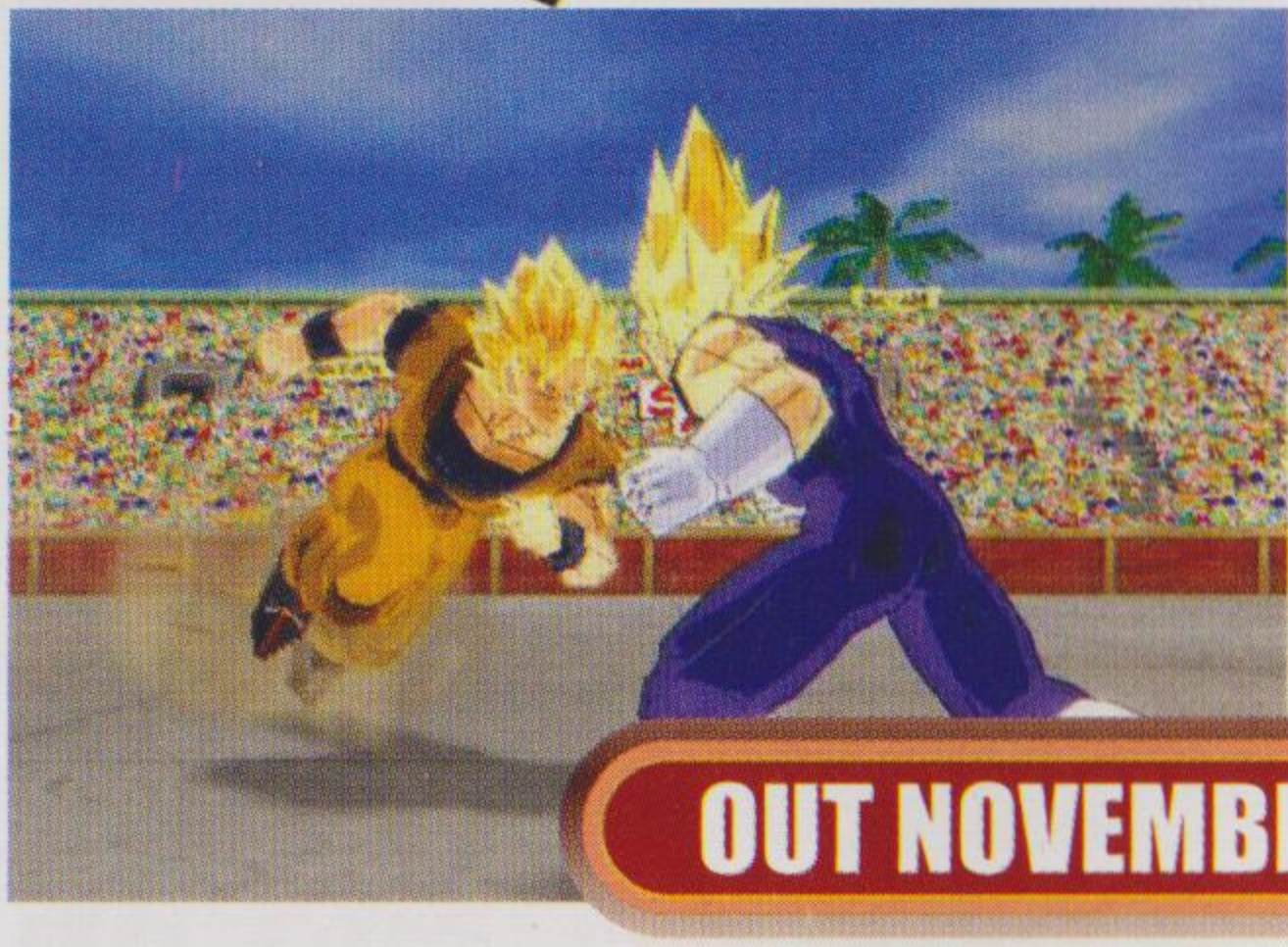
WHY YOU SHOULD MAKE TIME FOR TIMESHIFT...
It's a paradigm shift for the first-person shooter genre

ATARI

DRAGON BALL Z BUDOKAI TENKAICHI

INFORMATION

Format: PS2
Release date: November
Developer: Bandai
Publisher: Atari



OUT NOVEMBER

Dragon Ball Z: Budokai Tenkaichi is the only game to combine fighting and flying in wide open, destructible 3D environments. In the air, on the ground or under water, Tenkaichi gives players the ability to battle with unprecedented power and freedom and experience the intensity of DBZ fighting in an all-new way by combining melee combat, energy attacks and 3D flight with third-person action in a fully interactive recreation of the Dragon Ball universe. With its intense battles, high-speed flight and deep storyline, Tenkaichi offers players a "superhero" experience of epic proportions – it's the DBZ game fans have been waiting for.

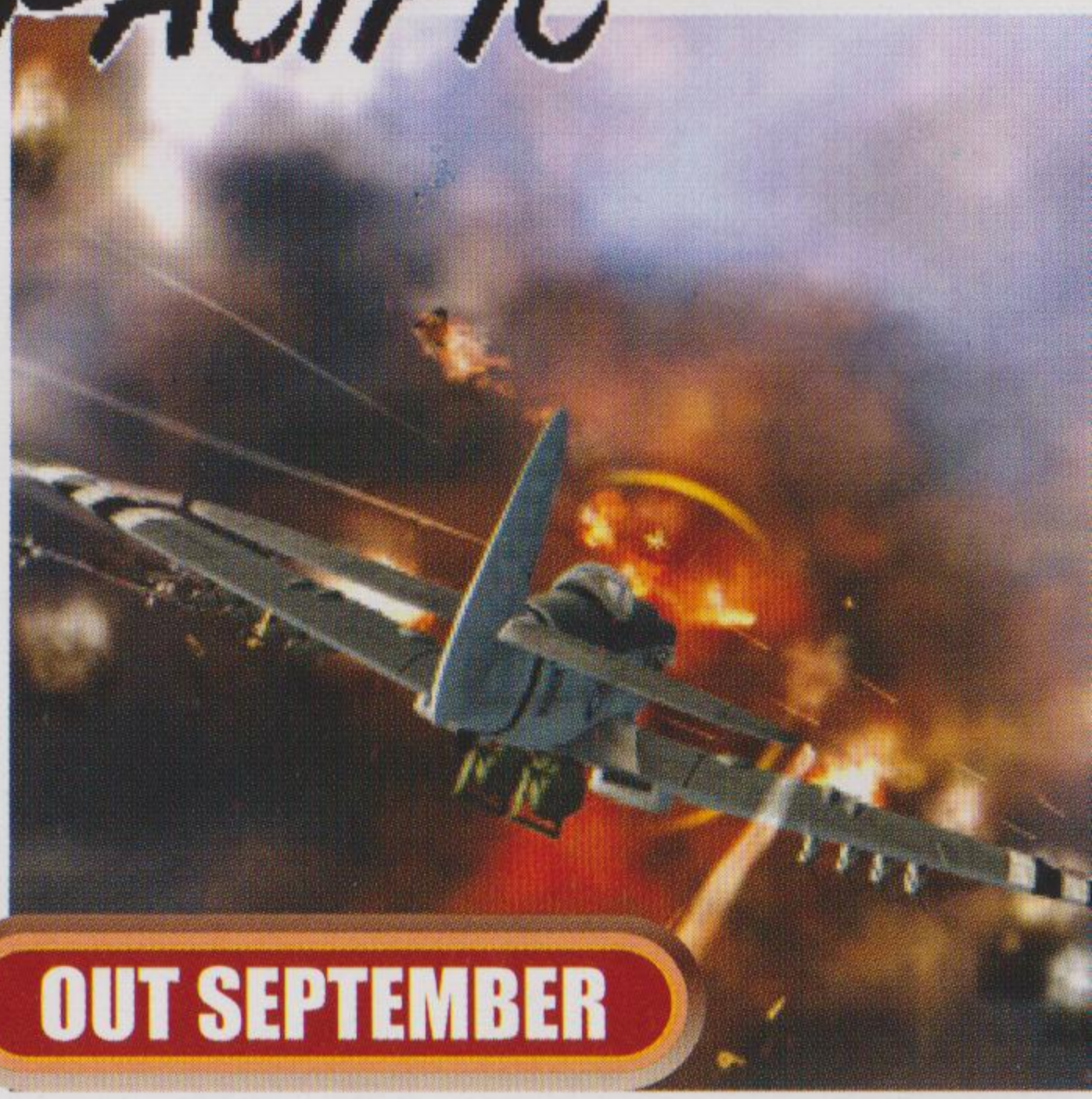
KEY FEATURES

- Fight in free-roaming 3D worlds
- Fully destructible environments
- Customise your own DBZ character

"IT'S A REAL DRAGON BRAWL!"

WHY BUDOKAI TENKAICHI WILL GIVE YOU WINGS...
The DBZ warriors take the battle to the skies!

HEROES of the PACIFIC



OUT SEPTEMBER

INFORMATION

Format: PS2/Xbox/PC
Release date: September
Developer: IR Gurus
Publisher: Codemasters

Developed in Australia, Heroes of the Pacific is an arcade flight combat game set during the epic battles of World War II. Players will switch between the pilot's and gunner's seats and experience first-hand what it's like when it's just you and your plane against a relentless enemy that just won't accept defeat.

Heroes of the Pacific features airborne battles with up to an awesome 150 planes in the sky at one time. This is the first time a flight combat game has featured skies so filled with aircraft, AA fire, smoke and pieces of blown-apart airplane. This is war, gentlemen, and it's going to feel like all hell has been let loose in the skies!

KEY FEATURES

- Over 150 planes dogfighting on screen at once
- Give orders to your wingmen
- Online and splitscreen multiplayer modes character

"FLY BY THE SEAT OF YOUR PANTS!"

WHY YOU SHOULD BECOME A HERO OF THE PACIFIC...
This is action-packed aerial combat at its most intense

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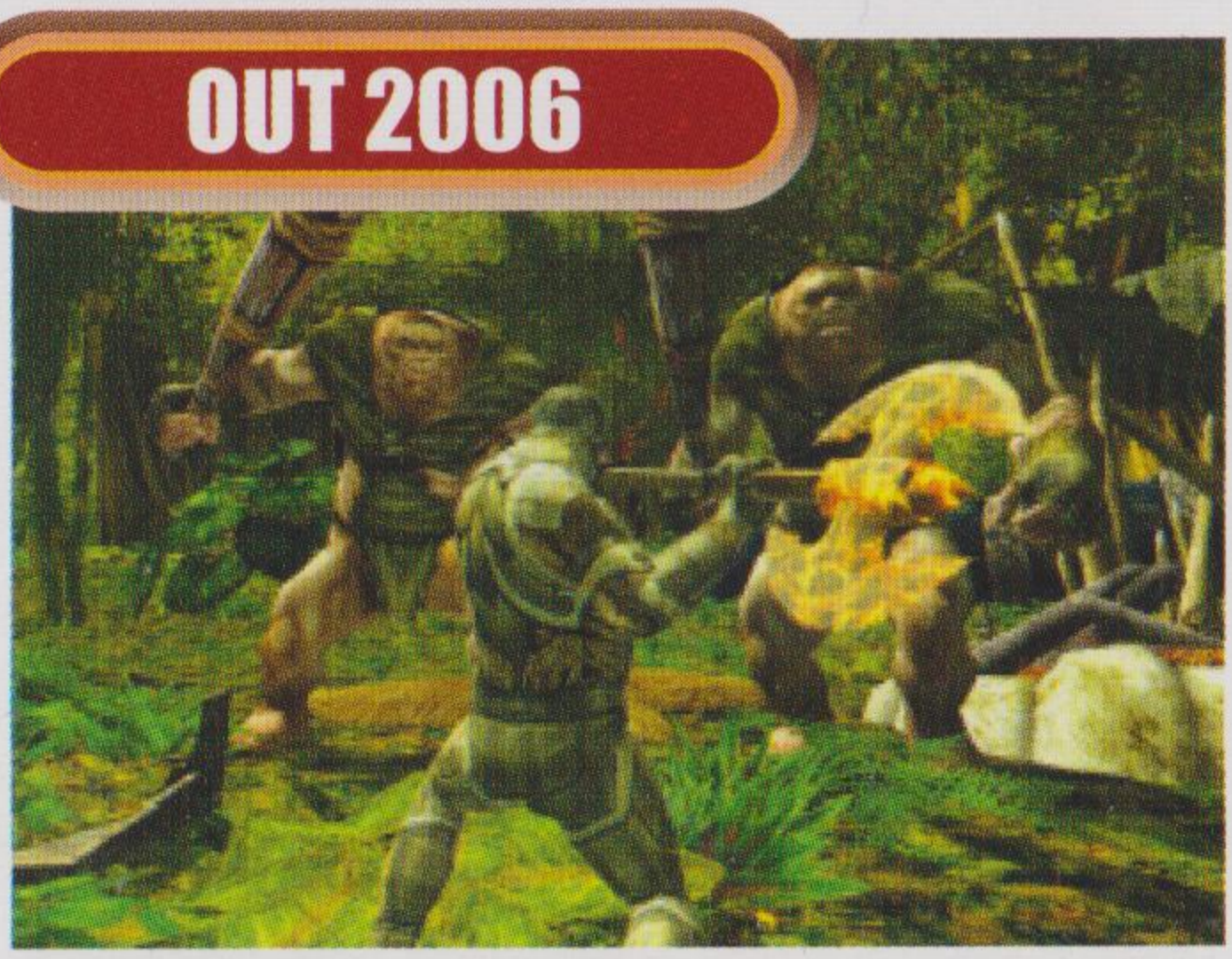
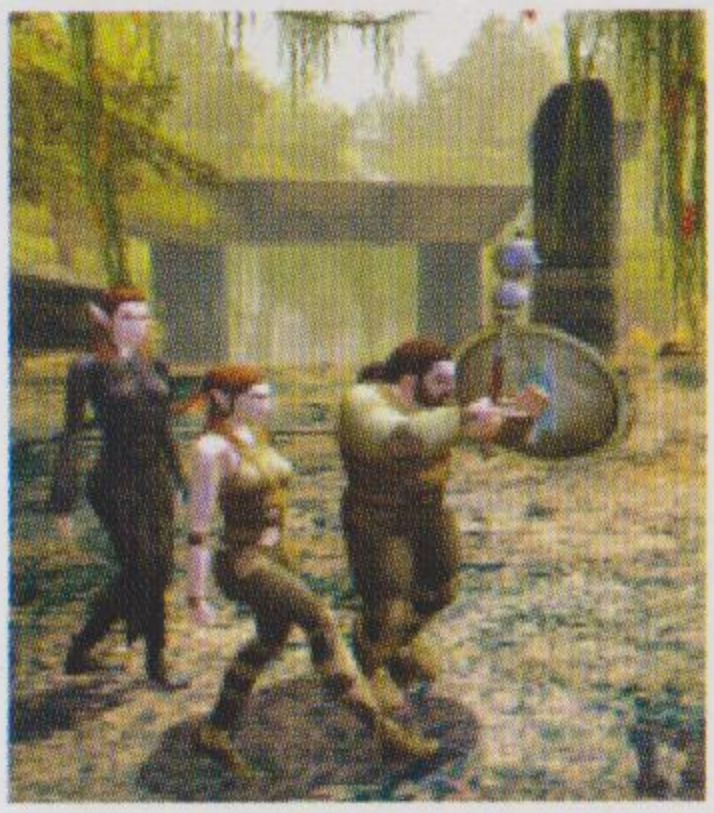
DUNGEONS & DRAGONS ONLINE

INFORMATION

Format: PC
Release date: November
Developer: Turbine Entertainment
Publisher: Atari

OUT 2006





For over 30 years D&D has been the definitive name in fantasy role-playing, and now all that accumulated knowledge has been translated into an easily accessible computer game. While the action unfolds in real time, every aspect of play follows the old-school rule set to the letter. Each attack begins as a simulated attack roll, with a stylised twenty-sided dice showing its result at the bottom of the screen. The party faithful will definitely get a kick out of this, and for newcomers it should serve as an ideal stepping stone into the D&D universe.

KEY FEATURES

- The only massively multiplayer D&D game
- Set in the thrilling world of Eberron
- Party-focused quests and adventures

"ROLE-PLAY THE ULTIMATE FANTASY"

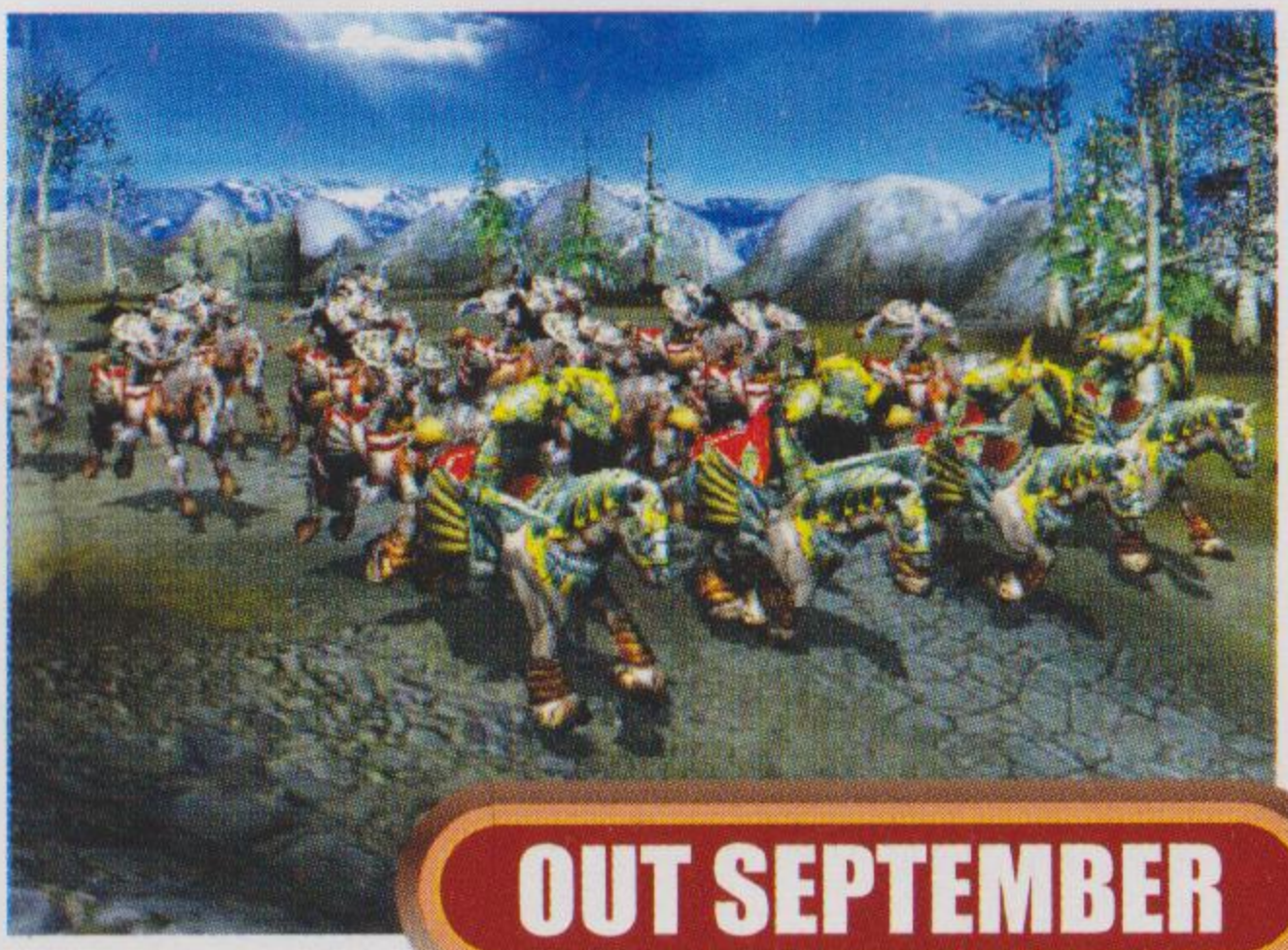
WHY D&D ONLINE IS AN ARMOUR CLASS ABOVE...
Online role-playing with over 30 years of experience points.

DRAGONSHARD

A REAL-TIME STRATEGY EXPERIENCE

INFORMATION

Format: PC
Release date: September
Developer: Liquid Entertainment
Publisher: Atari



OUT SEPTEMBER

Prepare for a real-time strategy game of superior gameplay and artistry, where warfare runs rampant not just across the land, but also beneath it. Three desperate races will converge in a struggle to deliver the world into the light, or bury it deep within the shadows.

Lead your warriors underground, to thrilling RPG-style dungeon campaigns that affect the myriad manoeuvres above. Control armies of haunting power from another time, another plane, another bloodline, in this innovative fantasy experience from the legendary worlds of Dungeons & Dragons. Dragonshard looks set to redefine your idea of what a real-time strategy can be.

KEY FEATURES

- Novel multi-layered action, above and below ground
- Deep strategy and role-playing, all in real-time 3D
- Magic meets technology in the world of Eberron

"HOTTED UP STRATEGY"

WHY DRAGONSHARD WILL ROLL YOUR D20...
Real-time strategy has never before been so deep... literally!

ATARI

PSP™

PlayStation®Portable

V8 SUPERCARS AUSTRALIA

If you feel the need for the most authentic and complete racing simulation on PSP, then look no further than V8 Supercars 2. Just like its acclaimed and best-selling console cousin, the handheld version of V8 puts you in the driver's seat of some seriously intense racing action. Realistic handling and damage modeling, as well as dynamic and highly competitive AI opponents, combine to recreate the thrills and spills of over 30 official competitions. Better still, the wi-fi function of the PSP has been exploited to the fullest with multiplayer racing available for up to 12 players. You can also swap replays and a cut-down version of the game with your friends.

CODED ARMS™

One of the most dynamic games coming to the PSP is Coded Arms, a first-person shooter so life-like that you would swear that it belongs on one of the major TV game consoles. While the interface is familiar, the setting is a little different: rather than blasting your way through the real world, the game is set in the virtual reality of cyberspace. One novel new feature is that the level layout will be randomised; you'll never know what's around the next corner, adding to the excitement.

colin mcrae rally 2005™

He's been a mainstay of console racing for nearly a decade now, but Colin McRae Rally on PSP shows there's still plenty of gas left in the tank! Maintaining the series' tradition of combining accuracy and accessibility, you'll be feathering the brakes across the mountains of Sweden (and eight other countries) in no time at all. A comprehensive career mode and head-to-head multiplayer racing complete the package.

METAL GEAR ACID™

Solid Snake is coming to the PSP. Known as Metal Gear Acid on the handheld, the game takes a radically different change of pace. Rather than a real-time action game, Metal Gear is now a turn-based card game! If you think card games can't be tense, then you've obviously never played Yu-Gi-Oh! or Magic (or poker, for that matter...). Thanks to its deep gameplay, Metal Gear Acid will be hard to resist for any tactical espionage fan.

FLASHBACK TO THE '80s!

IN STORES NOW!

Atari® Flashback Games include:

- Atari 2600 Classics Adventure, Air-Sea Battle, Battlezone, Breakout, Canyon Bomber, Crystal Castles, Gravitar, Haunted House, Millipede, Sky Diver, Solaris, Sprintmaster, Warlords and Yars Revenge
- Atari 7800 Hits Asteroids, Centipede, Desert Falcon, Charley Chucks Food Fight, Planet Smashers
- PLUS: From the Atari vault Saboteur, a classic that's never been released!

KEY FEATURES

- Blood Money system offers greater rewards
- Spectacular new graphics engine
- Revamped controls make for a cleaner kill

Relive the 1980's videogame revolution with the Atari Flashback console:

- Go back in time with a retro-style game console that includes 20 classic Atari games and two Atari 7800-inspired joysticks.
- Just plug into your TV, and play away! One or two players can enjoy the famous games that set the standard for greatness.
- No extra game systems needed, no additional software, no worries. Just the perfect gift for the '80s generation and their kids!

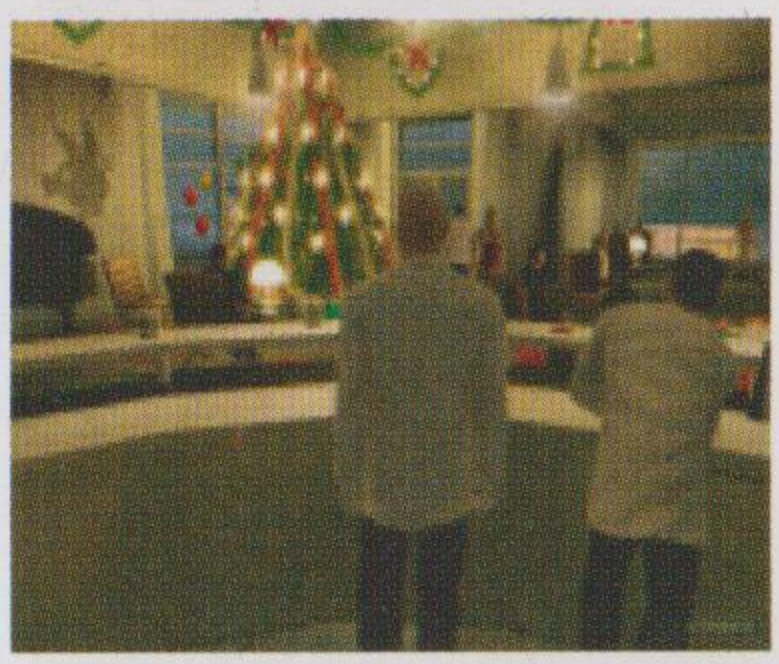
HITMAN™

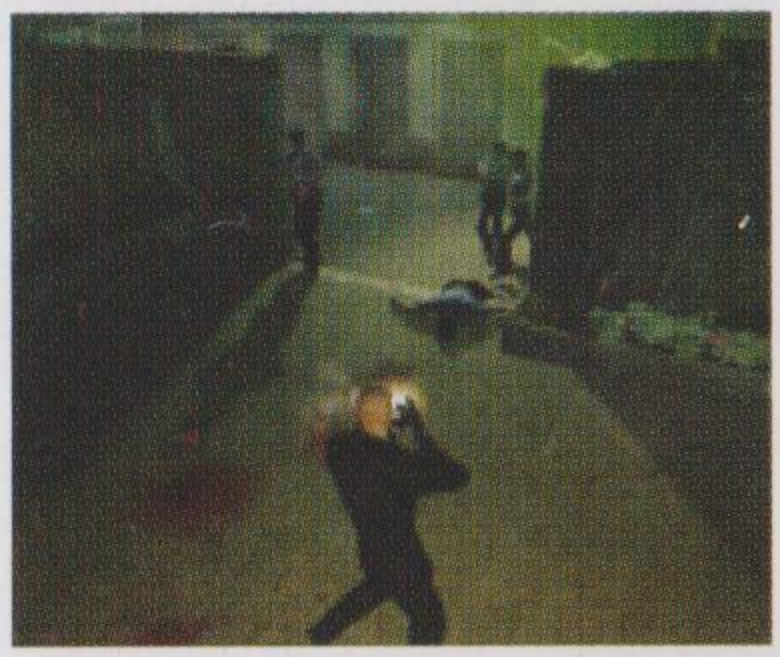
BLOOD MONEY

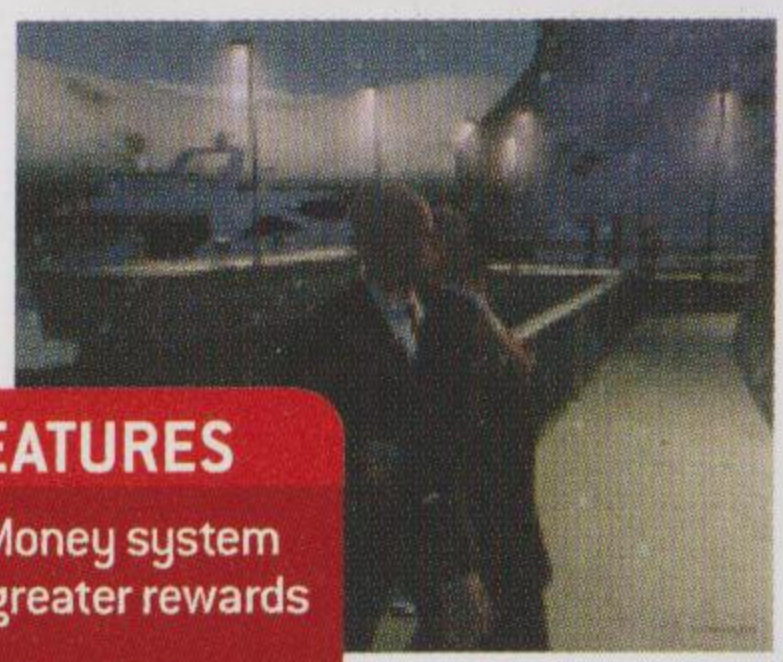
OUT SPRING '05

INFORMATION

Format: PS2/Xbox/PC
Release date: Spring 2005
Developer: IO
Publisher: Eidos







When assassins from Agent 47's contract agency are systematically eliminated in a series of hits, it seems a larger, more powerful agency has entered the fray. Sensing that he may be the next target, Agent 47 travels to America to earn some cold, hard cash cold.

In Hitman Blood Money you are literally given more bang for your buck as the new Blood Money system sees you financially rewarded depending on how clean a hit you make. Couple that with a brand new graphics engine and more intuitive controls and you have yourself one of the most brutal and realistic simulations of life as the world's deadliest assassin.

"MONEY TALKS, SILENCE PAYS... PREPARE TO MAKE A KILLING"

KEY FEATURES

- Blood Money system offers greater rewards
- Spectacular new graphics engine
- Revamped controls make for a cleaner kill

WHY HITMAN BLOOD MONEY WILL BE A COLD, HARD HIT...
A blood money system and more control and freedom than any previous Hitman game

INFORMATION

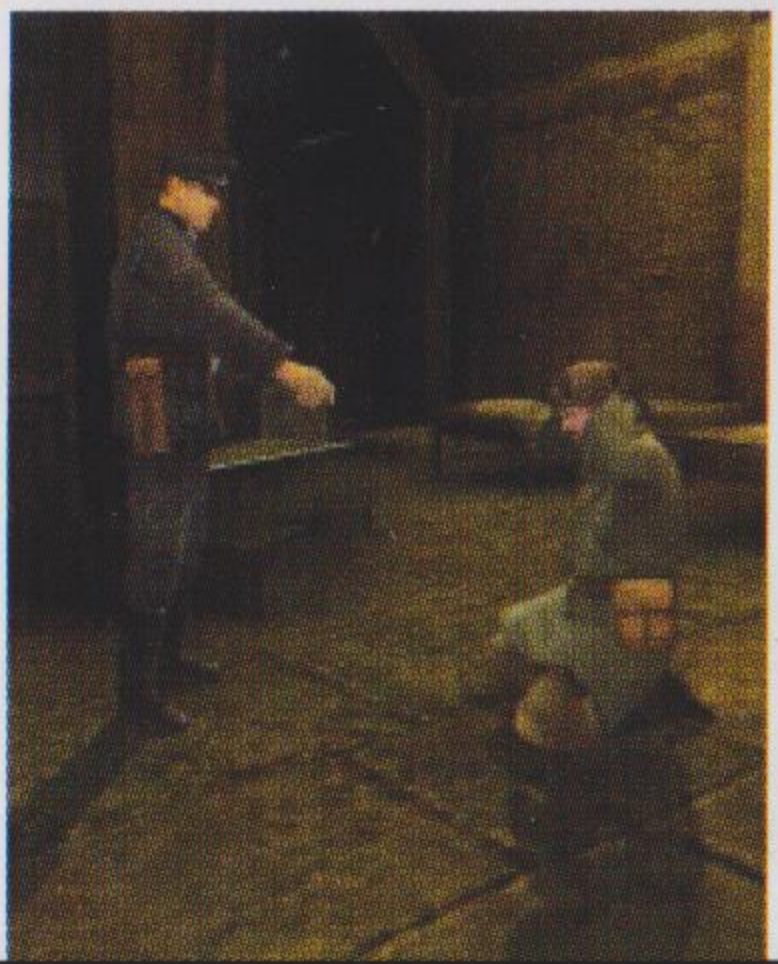
Format: PC
Release date: November
Developer: Pyro Studios
Publisher: Eidos

COMMANDOS STRIKE FORCE

Commandos: Strike Force takes you right into the heart of the action from a first person shooter perspective. Set in war-torn Europe amid the backdrop of World War II, you must take your highly trained group on a series of daring missions across France, Norway and Russia. Take control of the three members of the Strike Force unit, each with their own play style. Switch between the Green Beret; the Sniper and the Spy. However, it is your choice how you execute plans of attack by using the Commandos' unique skills across a wide variety of missions, ranging from infiltration and sabotage to assassination and kidnapping.

OUT SPRING '05

"HAVE YOU GOT WHAT IT TAKES TO LEAD THE ORIGINAL ELITE SPECIAL FORCE?"



KEY FEATURES

- Unique characters with specialised skills
- Non-linear gameplay and multiple solutions
- Endless mission variety

WHY YOU SHOULD JOIN THE MOST FEARSOME WAR EVER FOUGHT...
From it emerged the most fearless soldiers; the Commandos; live it, experience it

LARA CROFT TOMB RAIDER LEGEND

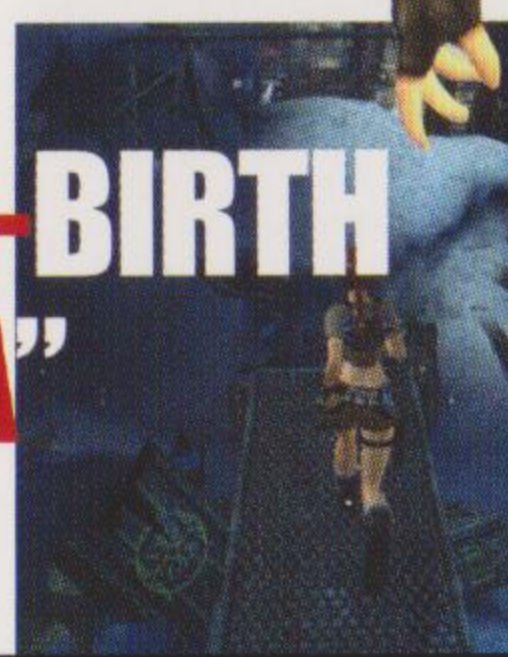
OUT SUMMER

Lara Croft Tomb Raider: Legend revives the athletic, intelligent and entertaining adventurer who won the hearts and minds of gamers worldwide. The dual-pistol wielding adventurer comes to life with detailed face features, reactive eyes, a more defined physique and intuitive and fluid character movements, allowing gamers to raid tombs like never before. In Tomb Raider : Legend Lara travels across several continents on a quest for a mystical artifact rumored to hold secrets of the past when she is confronted by corrupt forces led by a figure from her past...long thought dead.

Embark on a journey with Lara with new technology, a new story and a new engine. Are you ready to become a Legend?

KEY FEATURES

- Lara's biggest tomb raiding adventure
- Fluid movement, revamped controls
- Lara looks better than ever



"THE RE-BIRTH OF LARA"

INFORMATION

Format: PS2/Xbox/PC
Release date: This summer
Developer: Crystal Dynamics
Publisher: Eidos

WHY YOU SHOULD RETURN TO THE TOMBS...
To encounter the adventure of perilous environments and exotic locations with Lara

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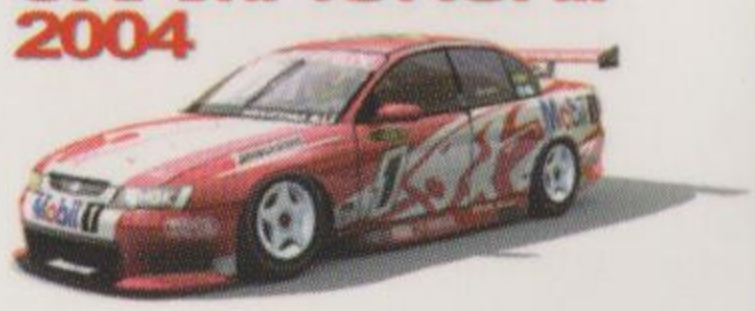
Atari brings the roar of Australia's favourite V8 supercars team to your mobile with super smooth 3D graphics and arcade style gameplay. Race as your favourite driver, Mark Skaife or Todd Kelly, in the ultimate mobile phone racing game!

HOLDEN RACING TEAM
CHAMPIONSHIP
2004



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